

## Abstract of the Disclosure

A method and a system for use in connection with programming of an industrial robot. The programming includes teaching the robot a path having a number of waypoints located on or in the vicinity of an object to be processed by the robot. The system includes elements for obtaining information about the waypoints of the path in relation to the object, a storage unit for storing the obtained information, a simulation unit for simulating the robot path based on the obtained information about the waypoints and a model of the robot, a graphics generator for generating a graphical representation of the simulated robot path, and a display member for displaying a view comprising the object and the graphical representation of the robot path projected on the object.